

Gaming machine, Server, and Program With Virtual Player

ABSTRACT

A gaming machine, with which a plurality of players play
5 a game against each other, is provided so as to enable the players
to perform realistic tactical interactions with each other. In
such player-versus-player type gaming machine, a virtual player
is prepared in advance. Each virtual player is provided with an
individual personality data and/or response data so that an image
10 of the virtual player is arranged to be displayed in accordance
with the data.